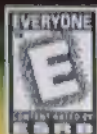


INSTRUCTION BOOKLET

BOTTOM OF THE 9TH

TM

JUAN GONZALEZ
1998 A.L. MVP



WARNINGS AND CONSUMER INFORMATION

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR CONNEXANT® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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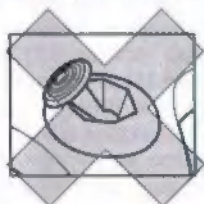


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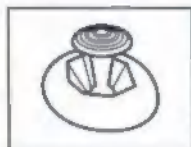
CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

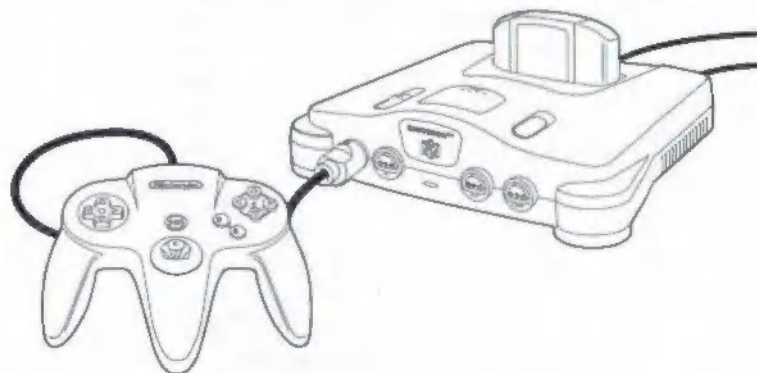


TABLE OF CONTENTS

	Page
ABOUT THE CONTROLLER PAK	5
CONTROLLING THE PLAYERS	6
• TYPE A	6
• TYPE B	10
• TYPE C	14
GENERAL CONTROLLER OPERATION	18
KNOWING YOUR TEAM	20
FATIGUE FACTORS	22
RULES	22
OPTIONS	22
GAME MODES	23
• EXHIBITION	24
• STATISTICS	25
• SEASON	26
• TRAINING	28
• SCENARIO	29
• TRADE	32
TIME OUT	33
TIPS & TECHNIQUES	35

Refer to the instruction manual supplied with the NINTENDO 64 for details on using the Control Stick on the Controller.

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ABOUT THE CONTROLLER PAK

CONTROLLER PAK

- The use of the Controller Paks (sold separately) enables data to be saved and loaded.
- The memory capacity of each Controller Pak is divided into 123 pages. A total of 112 pages of memory is required for an Bottom of the 9th™ Note.
- Press and hold START when the game is starting up to bring up the Note erase screen. Press the Control Pad up or down to select the Note you wish to erase, and press the A Button. A confirmation message will appear. Select [Yes] and press the A Button to erase the Note.

Warning: Don't remove or insert Controller Pak during a save, load or delete operation.

CONTROLLING THE PLAYERS TYPE A

BATTING



CONTROLLING THE PLAYERS TYPE A

RUNNING

All runners stop
press C↑ + C⇨

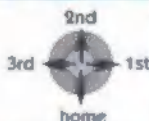
All runners
advance 1 base

One runner
advances to the
selected base

One runner
returns to the
selected base

Press
repeatedly
to run faster

Select the base



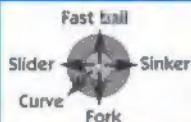
All runners
return to the
previous base



CONTROLLING THE PLAYERS TYPE A

PITCHING

1 Select the type of pitch



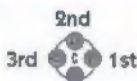
Time

Hide the catcher's mitt



2 Pitch

Pick-off



3 Move the catcher's mitt to the location of pitch



Change the defensive formation

CONTROLLING THE PLAYERS TYPE A

FIELDING

1 Move the selected fielder

Throw to cut-off man



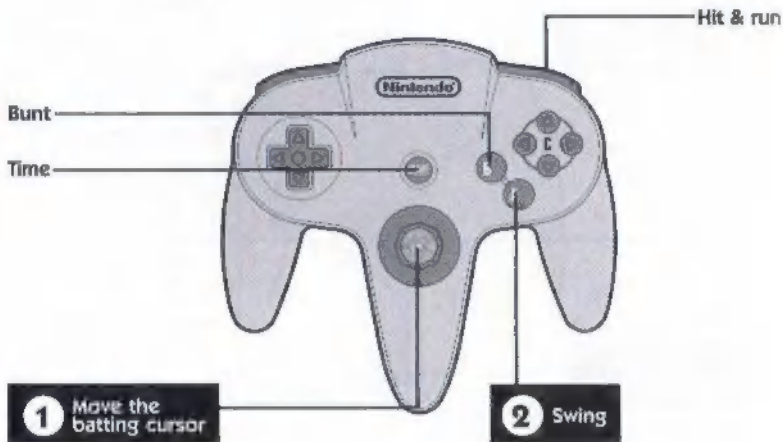
2 Throw to the selected base

2nd
3rd 1st
home



CONTROLLING THE PLAYERS TYPE B

BATTING



CONTROLLING THE PLAYERS

TYPE B

RUNNING

All runners stop
press C + C

advance 1 base

One runner
advances the
selected base

One runner
returns to the
selected base

Select base



Press
repeatedly
to faster

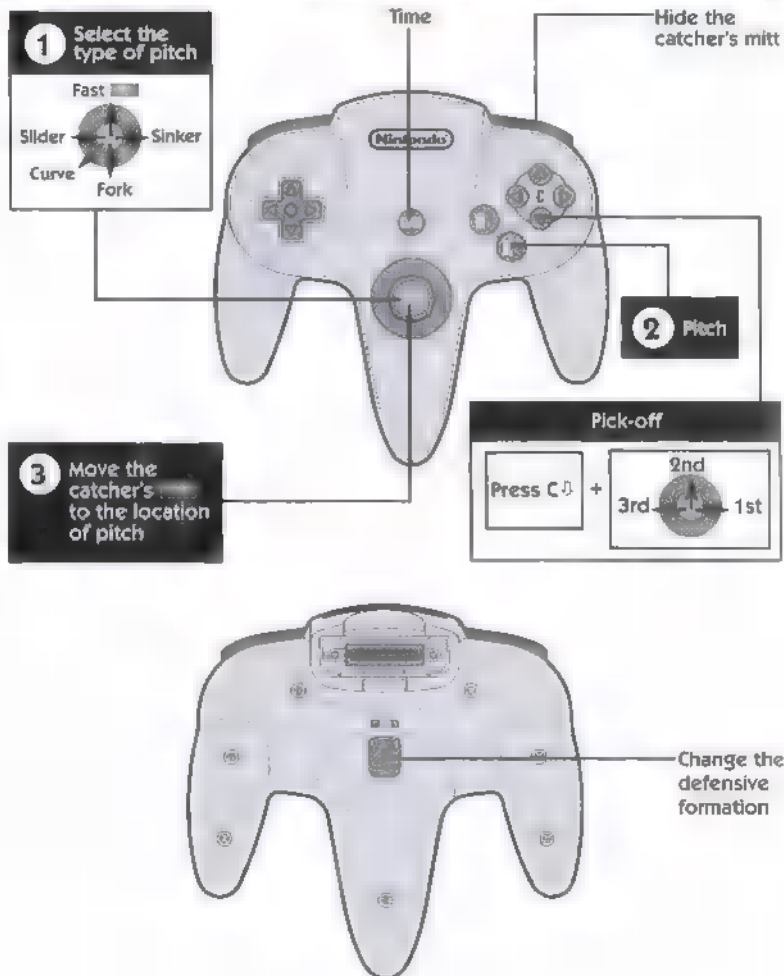
All runners
return to the
previous base



CONTROLLING THE PLAYERS

TYPE ■

PITCHING



CONTROLLING THE PLAYERS

TYPE B

FIELDING

1

Move

Throw to
cut-off man

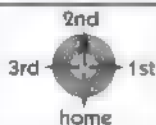


2

Throw to the
selected base

press

A



CONTROLLING THE PLAYERS TYPE C

BATTING

Change the
type of swing:
CONTACT or
POWER

Time

Bunt

Hit & run

1

Move the
batting cursor

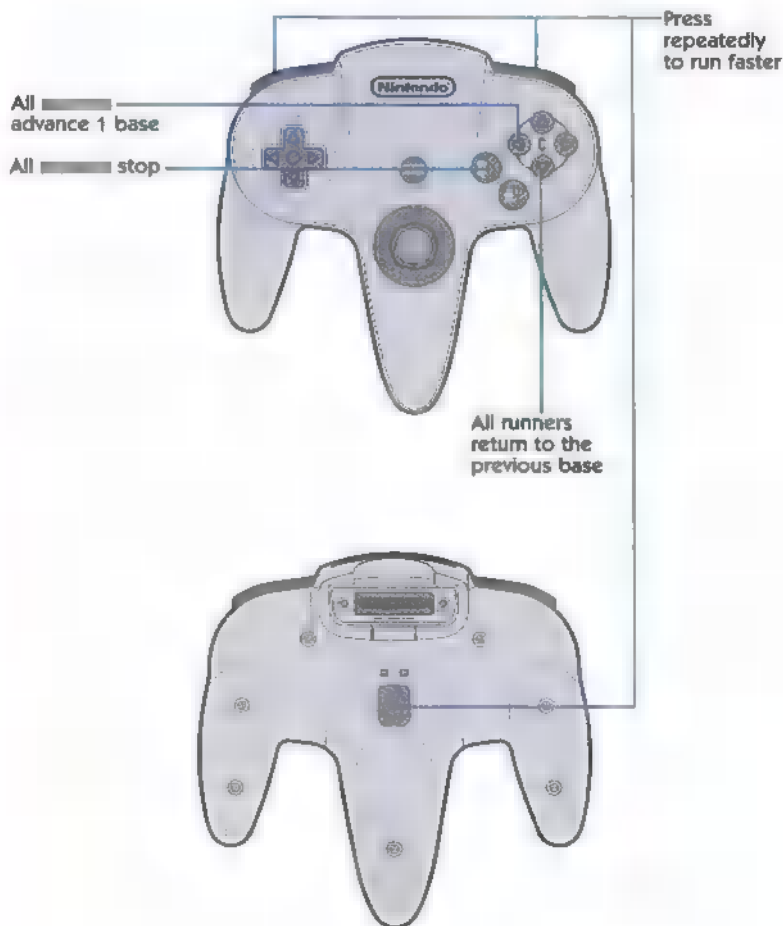
2

Swing



CONTROLLING THE PLAYERS TYPE C

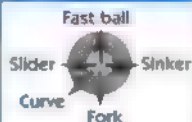
RUNNING



CONTROLLING THE PLAYERS TYPE C

PITCHING

1 Select the type or pitch



Time

Hide the catcher's mitt

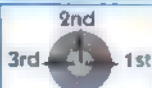
Change the defensive formation

2 Pitch

B Move the catcher's mitt
Change the defensive formation
Change the pitch

Pick-off

Press C ↓



CONTROLLING THE PLAYERS TYPE C

FIELDING

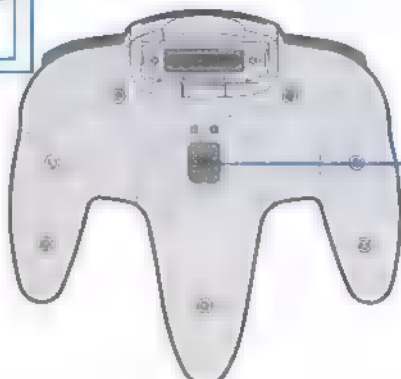
1 Move the selected header



Throw to cut-off man








2 Throw to the selected base

press A



GENERAL CONTROLLER OPERATION

BATTING


The batting cursor shows the area in which you can hit the ball. The size of the  is determined by a batter's contact ability. This is determined by assigned ratings based on real-life performance. After the pitcher throws the ball an indicator (O) comes up to show the location of the ball. In order to hit the ball on the sweet spot, you need to line up the cursor's "X" and the ball's "O" and press the "swing" button at the precise moment. If you  the  off the sweet spot, you will achieve a more solid hit. For example, if you hit the ball with the "O" above the cursor, the ball is popped up. If you hit the ball with the "O" below the cursor, then you'll hit a ground ball, and so on. The timing of the hit also affects where the ball will travel. There are 2 types of swings to choose from: contact swing (default) and power swing. You can change these types by pressing the L or Z button. If you use a power swing, the size of  batting cursor is reduced and it's a little harder to hit the ball, but when you do, the ball will travel faster and further.  the batter is a switch hitter you  choose to bat left-  right-handed, regardless of the pitcher's throwing arm. You can switch when you call time.

PITCHING

First, press the Control Pad to choose the type of pitch you want to throw. If you select a pitch that the pitcher can't throw, he will shake you off. If you don't press any direction, the pitcher will throw a change-up. After you select a pitch, press the A button to start pitching. While the pitcher is in his pitching motion, use the Directional buttons to move the catcher's mitt to where you want to throw. After the pitcher releases the ball, you can't change the location. The break of the pitch is determined by the type of pitch selected.

GENERAL CONTROLLER OPERATION

FIELDING

The fielder you control is the one with the  mark above him. The other fielders move independently. Any outfielder who is off screen is marked at the edge of the screen with the letter R (right fielder), C (center fielder) or L (left fielder).

DEFENSE


While pitching, you can adjust your defense by pressing the L button. Choose from three options:

- DEF. IN to bring the defense in toward the batter
- DEF. OUT to prepare for the big sluggers
- CORNERS IN if you anticipate ■ bunt.

PAUSE & QUIT

Press START to call a time out. Select "QUIT" and press A button, then select Yes and press A button to execute.

KNOWING YOUR TEAM

Through out the game you will be dealing with the players on  or more teams. This section will help you get to know your team.



Players are color coded for easier recognition.

■ Blue = Starting Lineup
■ Green = Reserve
■ Yellow = Bench
■ Red = Injured
■ Grey = Out of Game
■ Half yellow/green = Utility Player

BIORHYTHM

ABOUT FIELDERS




RUN means how fast the player can run.

ARM means how far the player  throw a ball.

The rating A is best and E is poor.

- [X] indicates that player's batting cursor.
- The rating A is largest (best) and E is smallest (poor).

KNOWING YOUR TEAM

- BLO indicates the physical status of a player. The  green, the greater his vitality.
Solid green means he's at the top of his game and empty  he's in a slump.
- Pitchers gauge shows the pitchers' pitching ability.
- The five directional arrows show what kind of pitches that pitcher can throw, and the fullness of the arrows indicates how much the pitch will break.
- In the center of the gauge is the maximum speed that the pitcher  throw.
- To change the order, move the cursor to the name of the player you want to replace, press the A button to highlight that player (or the B button to cancel).
- Move the cursor to the name of the new player and press the A button again to swap them.

FATIGUE FACTORS / RULES / OPTIONS

FATIGUE FACTORS

If your pitcher is getting tired after a lot of pitching, his chances of throwing a wild pitch increase. If a pitcher appears to be breathing heavily on the mound, he's probably ready to get out of the game. Also, if a pitcher gives up a lot of hits or home runs, he gets flustered. You can tell by looking at the barometer, the green bar, beside the plate. If it is blinking, then your man is getting "rocked". There is a good chance of him throwing a wild pitch or committing an error. In order to get out of this temporary panic, you need to get him "out" immediately, or else you might as well change your pitcher.

RULES

The rules in this baseball game are basically the same as the rules in the big leagues, but there are some differences, plus we've given you the option to change a few rules.

OPTIONS

Voices	(Play-by-play/Umpire/Both) This changes the voices you hear during a game
Music	You can change the volume of the background music in the select screens
Sound	You can change the volume of the sound effects in the game
Controls	(Type A/Type B/Type C) You can choose between three types of controllers to play with. Type A is recommended for this game. For more info see the controls on pages 6 & 17.

GAME MODES

EXHIBITION

There are three modes in Exhibition:

- 1P vs Com: Play against the computer
- 1P vs 2P: A two player match (two controllers are needed)
- Spectator: Watch a computer played match

SEASON

There are three modes in Season:

- Regular Season: Choose any one team and play a season of 15, 69, 112, or 165 games.
- Playoffs: Choose any one team and play the post-season.
- World Championship: Choose one of four teams and play the finals.

TRAINING

Use this mode to polish your skills.

This training camp includes hitting and fielding.

TEAM

Learn the GM's role in this mode. You can trade the players and try to assemble the team of the decade!

SCENARIO

In scenario mode the player is immersed, midgame, in a variety of interesting situations.

STATS

View the stats of the league which you are playing in season mode. Note: You must have previously saved a game(s) in order to use this

CONTROLS

You can change the control settings for the controllers and the sound.

GAME MODES: EXHIBITION

GAME CONTROLS

1P VS COM/1P VS 2P

Each option has a choice of manual or auto and a **Fielder** have semi-auto.

Fielder	(Auto/Semi Auto/Manual) If Semi Auto is selected the fielder chases and catches the ball automatically. Fielder must throw to the Base .
Base	(Auto/Manual)
Outfield	(Lock On/Manual) Lock On locks On cursor onto the ball automatically.
Baseball	(Auto/Manual)
Game	
Controller	(Type A/B) This allows Player to choose a different controller than the one selected Player 1 Player 2 more on controllers see Page 6-17.

Choose Team

1P VS COM / 1P VS 2P / Spectator

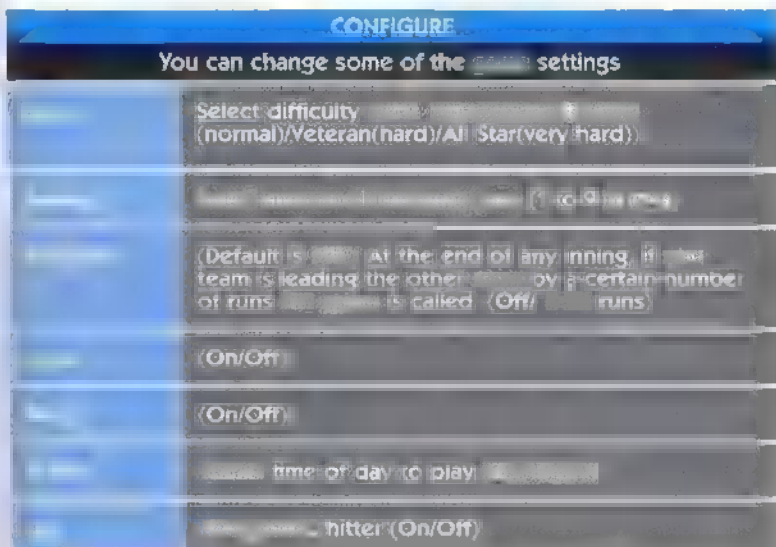
Here you get to choose the teams to be played and who is home or away.

PLAY SCREEN

1P VS COM / 1P VS 2P / Spectator

Game	Play the game
Game	Change the starting rosters for each team. For more Game Rosters see Page 33.
Game	Select the stadium Game in.

GAME MODES: EXHIBITION / STATISTICS



STATISTICS

In order to view statistics you must have previously saved at least one game in regular season mode. All the stats are separated into the two leagues (Neptune and Apollo) but you can switch between the two leagues at almost any time by pressing the L or R button. You can also see the players stats for each team and the top batters and pitchers of each league. Most of these stats are the ones accumulated throughout your season. Note: Other than Regular Season mode the stats displayed are the 1998 player's season statistics.

GAME MODES: SEASON

You can play a full season ■ playoffs using any one team, or play the World Championship with one or two ■■■■■. There ■■■■■ rainouts, so all games are played following ■■■■ schedule. ■ you want ■ create your "dream team" ■ match the moves made by the big leagues, you have to do so before ■■■■ start of the season. Once the ■■■■■ has started you can't make any ■■■■ trades. (For more information on trades see the ■■■■ section)

Configure	Select the game settings (see EXHIBITION).
Choose Team	Choose your team and set up your controller (see EXHIBITION)
Team Game	This shows the days games. ■ play a game, choose the game with your team. ■ can watch any of ■ other ■■■■■ by ■■■■■ the game you want ■ see. If you don't want to watch a game, select the game and answer NO to watching that particular ■■■■ it then will ask you if you want to simulate all the rest of the COM VS ■■■■ games, answer YES or NO. To see the schedule select the date.
Schedule	Shows you what ■■■■ are played each day of the season.
Play	Play ■■■■ game
Review	Choose the starting ■■■■ for ■■■■ team.

GAME MODES: SEASON

SEASON PLAY

Choose the teams you wish to play by scrolling to the team name with the Control Stick and pressing the A Button. This allows you to set up the options you want for that team.

Moving to the "Next" sign and pressing the A Button allows you to move to the schedule. Teams that are controlled by the CPU have a "C" next to them. Teams controlled by the user have an "M" next to them. If you wish, you can play your game first by finding your team name in the list and entering the game as usual. If a game contains two teams that are controlled by the CPU the game will be simulated. You have the option of watching this game as a spectator. If you choose not to watch the game then you are asked if you want to simulate non-user games. If you have not played the user controlled game you must do so to proceed to the next day on the schedule. After all games on the schedule have been either played or simulated, you move to the next set of games by pressing the "Next" sign.

You can save from this screen.

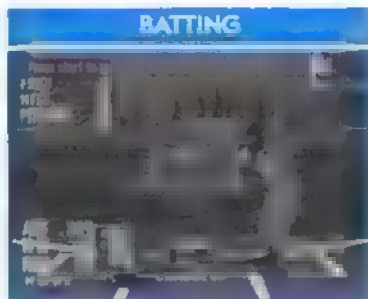
For a schedule press the date.



To view stats press the "Stats" sign.

GAME MODES: TRAINING

There are three types of training: batting/ pitching/ fielding.



Practice your batting skills with any player. You can choose the kind of pitching you practice against by using Control Stick to change the type of pitches: fastball only/ change-up only/ slider only/ forkball only/ sinker only/ screwball only/ knuckle only/ random/ standard (which is 4 balls of each kind of pitch, one after another) and controlled. If you select 2P controlled the Control Pad In Controller Socket must be used to throw the pitch.



Sharpen your pitching skills with any pitcher.



Polish your fielding skills using any team in the league.

When you want to quit training, press the start button to return to the training select screen.

GAME MODES: SCENARIO

Here you get the chance to jump right into the critical moments of a game in progress. There are 20 scenarios to choose from with various difficulty levels from 1 ball(easy) to 5 balls(very difficult)

HE'S BACK

ANA-BOS. The score is 5-5 in the top of the 8th, no outs, 0-0 count, runners on 1st and 2nd. Mo Vaughn is eager to show the Boston crowd what they let get away as he steps up to the plate. This is his chance!

CALM BEFORE THE STORM

TEX-TB. The score is 0-0 in the bottom of the 7th, no outs, 0-0 count, and a runner on 1st. It's been a tight game so far, but Tampa Bay is ready to break loose. Wade Boggs is batting and Fred McGriff on deck.

COUNTDOWN TO IMPACT

DET-SEA. The score is 5-3 in the bottom of the 9th, 2 outs, 0-0 count, bases loaded. Seattle has only one more chance to make a comeback, and as Ken Griffey steps up, that chance is getting better!

GOLDEN ARM

MIN-NYA. The score is 0-4 in the top of the 8th, no outs, 0-0 count, and no one on. David Wells only needs 6 more outs for a perfect game! Can he become only the second player to accomplish this in this stadium?

REINFORCEMENT

CIN-ATL. The score is 2-0 in the bottom of the 8th, no outs, 0-0 count, bases loaded. Time is running out for Atlanta and they need a new slugger. Brian Jordan was brought here specifically for this purpose, can he lead the team to victory?

IN THERE

SF-LA. The score is 5-4 in the bottom of the 9th, no outs, 0-0 count and the bases are loaded. San Francisco is hanging on to a slim lead, but Raul Mondesi wants to change that. For Robb Nen, one mistake is the end!

GAME MODES: SCENARIO

SAVIOR

SF-CHN. The score is 3-5 in the top of the 9th, one out, 0-0 count, and runners on 2nd and 3rd. San Francisco is mounting a comeback and Chicago is doing everything they can to stop it. Can the exhausted Rod Beck save the game for the fans in the windy city?

NO

HOU-MIL. The score is 0-4 in the top of the 9th, two outs, 0-2 count, and the bases empty. Some people just can't say die. Jeff Bagwell is one of them and he's not about to lose this game!

PLAYING

OAK-BAL. The score is 0-5 in the bottom of the 8th, no outs, 3-0 count, and runners on 1st and 2nd. Baltimore thinks that they have this game locked up, but that's playing with fire. Are they going to get burned by Oakland?

BATTLE THE TITANS

STL-CHN. The score is 6-2 in the bottom of the 9th, one out, 0-0 count, bases loaded. Its a batting duel between two of the league's best. Mark McGwire just got his 62nd and now it's Sammy Sosa's turn!

THE

NYN-NYA. The score is 2-2 in the top of the 8th, no outs, 0-0 count, bases empty. Its the final game of Interleague play between the two New York teams. Hideo Nomo is facing Hideki Irabu, both of them know that bragging rights are on the line.

WONDERLAND

ATL-PHI. The score is 0-0 in the top of the 7th, no outs, 3-1 count, and a runner on 2nd. An early winter storm has brought a record low of 25 degrees to Philadelphia. Can Atlanta record its 100th win in such cold?

GAME MODES: SCENARIO

HIGH AND DRY

COL-ARI. The score is 0-0 in the bottom of the 5th, no outs, 0-0 count, and runners on 1st and 2nd. Though they are from two very different locations, they both have the same goal. In a scoreless game, the tension is starting to mount...

DESPERATION

KC-MIN. The score is 0-4 in the bottom of the 8th, no outs, 0-0 count, runners on 1st and 2nd. Can Kansas City break out of its losing streak? It's going to be tough. Down late in the game, Pat Rapp struggles to get his team to back him up...

UNEXPECTED

ATL-SD. The score is 2-4 in the top of the 8th, 0 outs, 0-0 count, runners on 1st and 2nd. The Braves didn't expect to be down in this series 3-1. Can Michael Tucker be the unexpected hero? All they need is one hit!

THE BIG BANG

N-A. The score is 1-2 in the top of the 7th, no outs, 0-0 count, and the bases are loaded. It's All-Star time again, and it's another close one. Pedro Martinez is pitching and Mark McGwire is about to bat. The best is still to come!

KAMIKAZE

NYA-TOR. The score is 0-0 in the bottom of the 7th, no outs, 0-2 count, and no one on base. Is Hideki Irabu superhuman? So far, he's pitched a perfect game, but can he keep it up?

THE GALE

CLE-CHA. The score is 1-0 in the top of the 5th, no outs, 3-0 count, and a runner on 2nd. The wind has been wreaking havoc today, reaching as high as 55MPH! Chicago is hoping to stop Cleveland from increasing their lead, but is the wind going to help them?

GAME MODES: SCENARIO/ TRADE

CELLAR DWELLING

MTL-PIT. The score is 0-4 in the bottom of the 8th, no outs, 3-0 count, and runners on 2nd and 3rd. These two teams are fighting to stay out of last place. Can Montreal ride Vladimir Guerrero out of the cellar?

ROAD TO VICTORY

ARZ-ATL. The score is 2-2 in the bottom of the 9th, no outs, 0-2 count, and no one on base. Randy Johnson is tiring. Can Arizona pull ■ out to win against the best team in baseball?

GAME MODES: TRADE

This is where you can make your very own dream team. In Trade mode you ■ trade from ■ default rosters, your current rosters or ■ roster saved from ■ previous session.

It's ■ one-for-one trade and you can only trade fielders for fielders and pitchers for pitchers.



TIME OUT

Just like real baseball, you can only call a time out when the ball is not in play (before the pitcher is in his pitching motion only). To call a time out, press START. A menu window will come up with your choices.

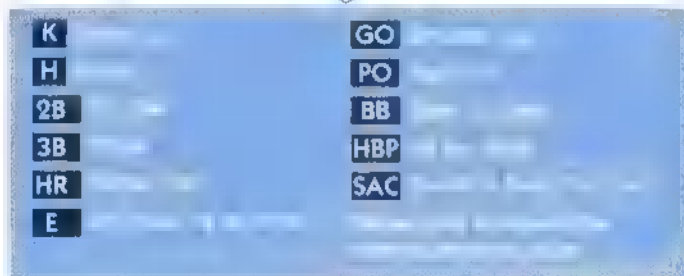
Play ball	Continue playing
Pause	Go to the dugout or see the score so you can switch depends on whether you are playing offense or defense. * Offense: Pitcher, Pinch Runner * Defense: Pitcher, Fielder
Camera	Change the view of the game. * View A: Normal Batter's view * View B: Pitcher's view * View C: Angel Batter's view
Quit	Quit the game.
Switch batter	Certain players can bat lefty or righty.

ROSTER SCREEN

On the Roster screen you can review the lineup the CPU has selected for you. If you wish to change a position player, use the Control Stick to move to the dugout. If you wish to change your pitcher go to the bullpen. Pressing the A Button moves you inside the dugout or bullpen. Once in there, simply choose the player you wish to replace and move to the bench area and choose the player you want to sub in. If you do not make the change, the B Button will back out of the screen. You can change the batting order by highlighting two players in the lineup. You can also change fielding positions by using the Control Stick to move the position tag and then highlight the position and exchange it with another in the lineup.

When you are finished, use the Control Stick to move to the top of the lineup and then up to the "Next" sign.

TIME OUT



TIPS & TECHNIQUES

- When you're pitching and you have runners on base(s), throw a lot of fastballs to try to prevent stolen bases.
- When you pitch a forkball or any downward breaking pitch it may turn out to be ■ wild pitch. If you're pitching and you've got a runner at 3rd, think carefully before throwing these pitches!
- ◆ When you are pitching, if you press the pitching button A many times while the pitcher is in his pitching motion, the pitcher will "reach back" for a little more. This means he will try to put a little extra on the pitch to get an important out. However, this will deplete a pitcher's stamina rapidly.
- ◆ The more the pitcher throws curve balls (slider, fork, and so on) or faster pitches (by pressing the pitching button while he's in motion) the more he depletes his stamina. If the pitcher is totally out of stamina (which you can tell by a pitcher who appears to be breathing heavily) his pitches becomes slower, weaker, and unstable.
- A pitcher gets frustrated when he gives up ■ home run; when his opponent scores and ties or takes the lead; when an error occurs by one of his own teammates; etc.
When your pitcher is getting "rocked" like this, his status bar flashes. As a result, his maximum pitching speed drops down and he is at greater risk of throwing ■ wild pitch. The amount of stamina that he uses doubles. In order to get out of this situation, the defense needs to get an out or end the inning. A double play is very effective for giving your pitcher more confidence. On the other hand, if the pitcher has pitched ■ lot already, you might think about ■ substitution. Each pitcher reacts differently to pressure. Some pitchers ■■ take a lot more pounding before the status bar flashes. Practice your pitching in the Training Mode. ■ will take you ■ long way during the season.

TIPS & TECHNIQUES

- ◆ Some fielders can play at many positions, but if they aren't playing their regular position their fielding ability decreases.
- ◆ Diving catches and vertical leaps are effective ways to catch a ball, but they do increase the risk of bobbling a ball.
- ◆ The chance of a runner stealing ■ base increases when the pitcher throws a change-up or a slow curve.

NOTES



NOTES



WARRANTY AND SERVICE INFORMATION

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